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PREMIER
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DESIGNER

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NES-DZ-UKV

Disney's DARKWING DUCK

INSTRUCTION MANUAL

CAPCOM®

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THIS SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM™.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Darkwing Duck Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

EPILEPSY WARNING

(ENGLISH)

WARNING

READ BEFORE USING YOUR NES, SUPER NES OR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights and patterns commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you, or anyone in your family, has an epileptic condition. IMMEDIATELY discontinue use and consult your physician if you experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, disorientation, loss of awareness of your surroundings, mental confusion, dizziness, sickness, and/or convulsions.

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GETTING STARTED

1. Insert your **Darkwing Duck** Game Pak into your Nintendo Entertainment System and turn it on.
2. Watch the introduction and then press **START** when the title screen appears.
3. When the next screen appears, J. Gander Hooter will give you a secret message from S.H.U.S.H.. Press the **A** button to read the message or press **START** to skip it.
4. After you receive your assignment from S.H.U.S.H., Launchpad will ask you which crime scene you wish to go to. Move the control pad left or right to highlight a **HELP** balloon and then press the **A** button. Launchpad will give you specific details of the crime and then ask you if you wish to tackle that mission. If you say **YES**, then Launchpad will speed you to the crime scene in the Thunderquack.
5. To end the game at any time, simply turn your Nintendo Entertainment System off and remove your Game Pak.

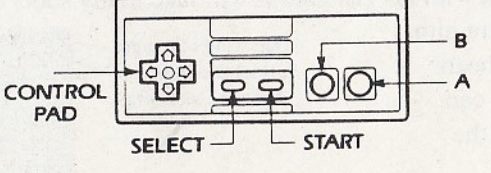
A MESSAGE FROM S.H.U.S.H.!

"Ah, good to see you again Darkwing. I'm afraid that S.H.U.S.H. is once again in need of your unique talents. A mysterious crime wave has swept across our fair city. We believe that these crimes are the work of that notorious criminal organization F.O.W.L.!"

"The Liquidator, Quackerjack, Wolfduck and other F.O.W.L. agents have been looting various parts of the city. These robberies may be part of a larger plan by F.O.W.L. to seize control of St. Canard. Do whatever you think is necessary to retrieve the loot and bring these fiends to justice. The fate of the city is in your hands. Good Luck, Darkwing."

CONTROLLING DARKWING DUCK

To move Darkwing right or left	Press the control pad **right** or **left**.
To use the cape shield	Press **up** on the control pad.
To jump	Press the **A** button.
To duck	Press **down** on the control pad
To fire Darkwing's gas gun	Press the **B** button.
To switch to special gas	Press the **SELECT** button.
To pause the game and see the Status Screen	Press the **START** button.

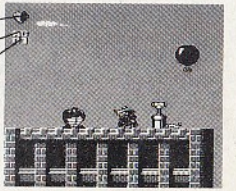


LET'S GET DANGEROUS!

It's crime time and Darkwing Duck is on the case. The webbed wonder must leap through the streets of St. Canard and blast the bad guys with noxious knockout gas. Help him track down the lair of F.O.W.L.'s fiendish agents and prepare for Darkwing's greatest challenge ever.

There is no stopping Darkwing once he is on the trail, but F.O.W.L. plans to try! The heart in the upper left corner of the screen is a health meter and it shows Darkwing Duck's strength. Each time Darkwing gets hit by one of F.O.W.L.'s agents, he will lose one quarter of the health meter. When all four quarters of the heart are gone, Darkwing will lose a chance and he will have to start his search again.

If Darkwing is lucky enough to track down the lair of an arch-villain, he must try to blast him with his gas gun. It will take many shots of gas before Darkwing can capture him. Once the agent has been captured, Darkwing can begin his search for the next vile villain.



HANG IN THERE, DARKWING.

Leaping from rooftops and hanging from ledges is all in a day's work for the daring Darkwing Duck. In order to outwit his enemies, Darkwing must often put himself in some pretty precarious positions.

To grab a ledge or a hook, press the **B** button to jump toward the hook or ledge and Darkwing will automatically grab hold of it.

When Darkwing is done hanging around, just press **down** on your control pad and he will let go.

To jump down from a rooftop or ledge, press **down** on your control pad and press the **B** button. Darkwing will jump down from the ledge.

SUCK GAS, EVILDOER!

In the never-ending battle against crime, it is always handy to have a trick or two up your sleeve. Now, thanks to those wondrous scientists at S.H.U.S.H., Darkwing's gas gun has been adapted to use three new types of gas.

HEAVY GAS

A blast of heavy gas will immediately fall to the ground and explode. The explosion will send a shock-wave across the floor in both directions. (Heavy Gas uses 2 units of gas energy.)

THUNDER GAS

When Thunder Gas is used, two bolts of lightning are launched from Darkwing's gas gun. Each bolt travels forward at a 45 degree angle. (Thunder Gas uses 2 units of gas energy.)

ARROW GAS

Arrow gas will cause a gaseous arrow to be shot out of Darkwing's gas gun. These arrows can be shot against walls to help Darkwing overcome obstacles. (Arrow Gas uses 3 units of gas energy.)

SUCK GAS, EVILDOER!

To use these special gas adaptors, Darkwing must first find them. Launchpad has used the Thunderquack to zoom ahead of Darkwing and place the adaptors at key locations within the city. It's up to Darkwing to locate the adaptors and add them to his arsenal.

NOTE: Darkwing can only carry one adaptor at a time.

Once Darkwing collects a special gas adaptor, you can activate it by pressing the **SELECT** button on your control pad. When you do, a number will appear below the special gas indicator in the upper left-hand corner of the television screen. This number shows how much gas energy Darkwing's gas gun has left. Press the **B** button on your control pad and Darkwing will now fire out the special gas.

To refill the gas energy of the gas gun, Darkwing must collect gas energy containers. These containers can be found by blasting enemy agents and picking up the containers as they drop them.

SPECIAL ITEMS

As Darkwing clobbers his way past F.O.W.L.'s heinous henchmen, they may drop a variety of items that will aid Darkwing in his journey. Just have Darkwing touch an item and he will add it to his collection.

Small First Aid Kit

This kit restores 1/4 of Darkwing's health.

Large First Aid Kit

This kit restores all of Darkwing's health.

Small Gas Energy Canister

This canister adds 1 unit of gas energy to Darkwing's gas gun.

SPECIAL ITEMS

Large Gas Energy Canister

This canister adds 10 units of gas energy to Darkwing's gas gun.

Darkwing Doll

Pick up this item and Darkwing will earn another chance to complete the adventure.

Gold Bar

Adds 500 points to Darkwing's score.

Diamond

Adds 100 points to Darkwing's score.

TOP SECRET TIPS

1. Darkwing's cape shield can be used to block many of the items thrown at him. Be sure to use it.
2. If Darkwing fires his gas gun into the air, he may find the **GO** signal. If Darkwing touches the signal, he will be given a bonus mission to attempt.
3. Darkwing can fire his gas gun while crouching.
4. If you get hit by an enemy, you will be invincible for a moment. Use this time to get by any tough obstacles.
5. Pick up all the diamonds and gold bars you can. You will earn points at the end of each stage and if you score enough points you will earn an extra chance.

DARKWING DUCK NOTES

DARKWING DUCK NOTES

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

90-DAY LIMITED WARRANTY

Nintendo Entertainment System GAME PAKS

Nintendo UK Entertainment Limited ("Nintendo") warrants to the original consumer purchaser that the Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, Nintendo will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

Nintendo UK Entertainment Limited
Nintendo Service Centre
Parham Drive
Boyatt Wood
Eastleigh, Hants
SO5 4NU England
Tel. (0329) 243 300

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of Nintendo, be repaired at the service charge then in effect for out-of-warranty repair. Call (0329) 243 300 for the amount of this charge. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to Nintendo UK Entertainment Limited.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase. This warranty does not interfere with your statutory rights. For all information on this Game Pak or other NES Game Paks, call the Nintendo "Hotline" at: (0703) 652 222.

NINTENDO HOTLINE

Do you have a question about game play?
Are you being stomped by a Thwomp in Mario 3?
Or do gargoyles gang up on your Game Boy?

If your answer to these questions is yes, then why not call the

NINTENDO HOTLINE

WE ARE OPEN 12 P.M. – 8 P.M. MONDAY TO FRIDAY

10 A.M. – 3 P.M. SATURDAY AND SUNDAY

Why not telephone now, and one of our expert counsellors will be more than happy to answer your call.

THE NUMBER TO CALL IS

0703 652222

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